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Subject: C&C Mars Additional Images

Posted by [Aircraftkiller](#) on Wed, 13 Aug 2003 20:32:55 GMT

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BearxorIt looks rather boring for a AOW map. At this point it seems more like a sniper map than anything else.

Great idea and all, it just needs to have some more stuff in it. Perhaps you could move the bases down into the canyons, provide access to the top for vehicles and create some kind of intricate tunnel system in between the bases.

How can it be boring? There is only a limited amount of cash, underground mines (I can't believe no one spotted the mine entrances, ala Total Recall), plus side routes and lots of depressions.

The bases are a good deal away from one another. You're seeing things in an orthographic view instead of a true perspective so it makes everything look nearly the same size, hence why the bases aren't looking like they should.

You have to venture into the middle of the level before you can see the other base.

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